Reactive Model-based Programming of Embedded Systems

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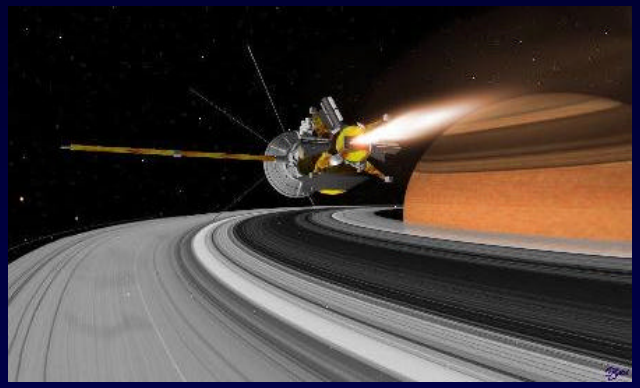
Observations: VLSI circa 1979

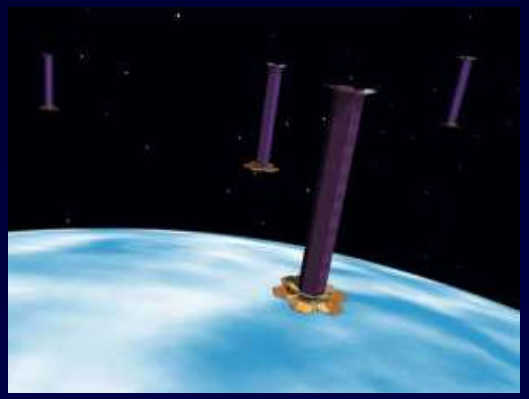
VLSI designers aren't good at reasoning through complex physical interactions:

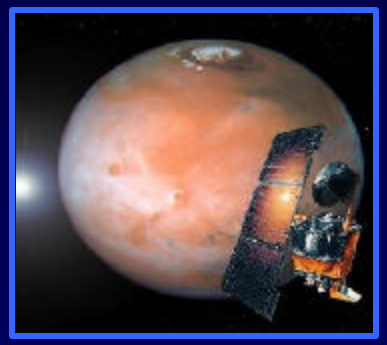
Solution:

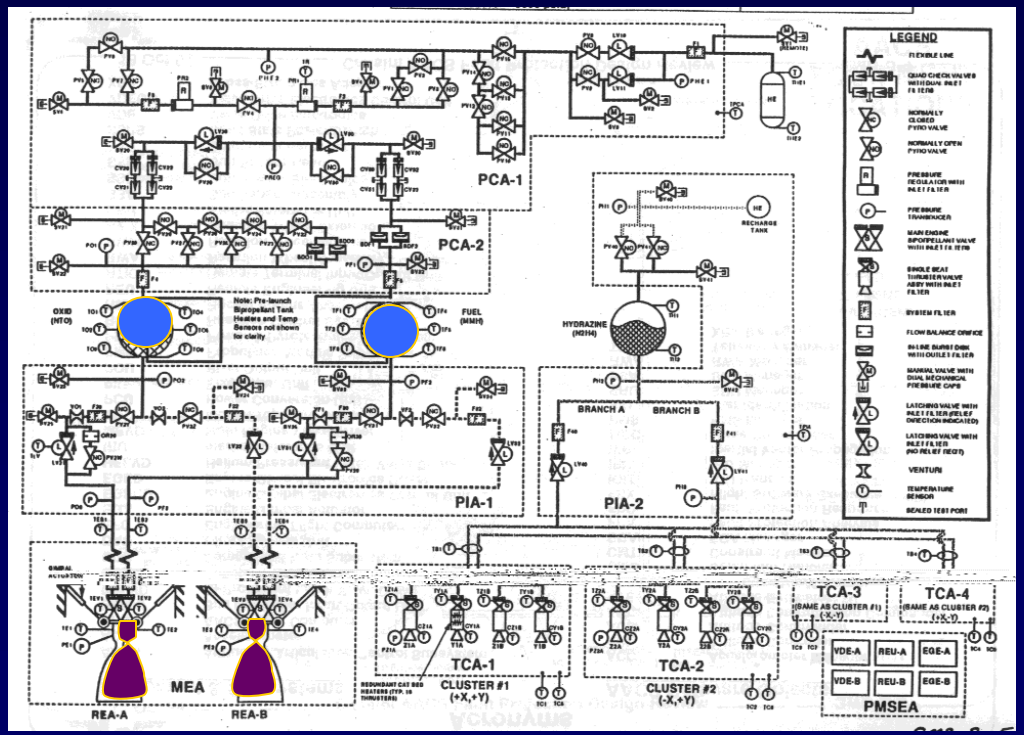
- Simplifying abstractions
- Design rules
- Design rule verifiers
- Silicon compilers

Observations: Embedded SW, 2001









Obs: Embedded Flight Software

Programmers of embedded systems:

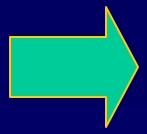
- Aren't good at reasoning through complex physical interactions.
  (Mars Polar Lander, test stand and sw monitor failure).
- Aren't good at anticipating all novel interactions with the environment.
  (Deep Space One, star tracker).
- Rarely have time to add in fault protection layers.
  (Mars Polar Lander and Climate Orbiters).

➢ Embedded languages should do this for you.

Thesis: Model-based Programming

Embedded programs should:

- include models of the physical plant.
- reason through plant interactions for you.
- reveal their reasoning at compile time for analysis.
- reason on the fly to handle unanticipated circumstances.
- reason on the fly to optimize performance to the situation.

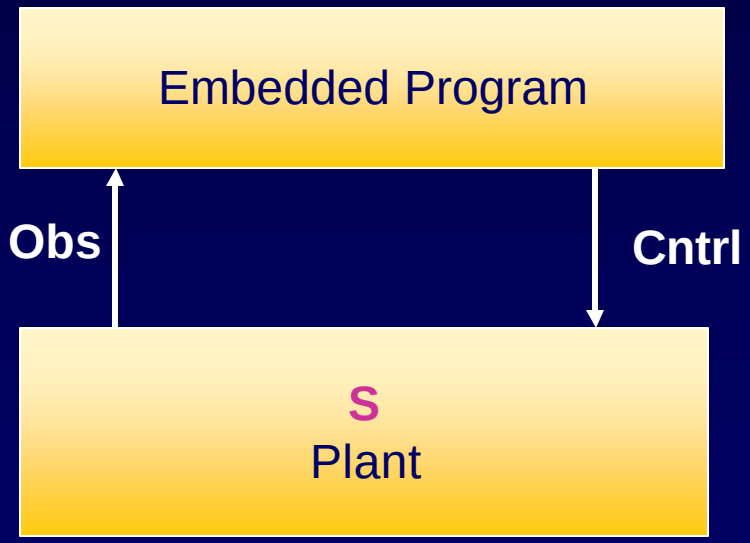


We should fold extensive reasoning into our interpreters and compilers

Reactive Model-based Programming Language, v 1.0

Embedded programs interact with plant sensors and actuators:

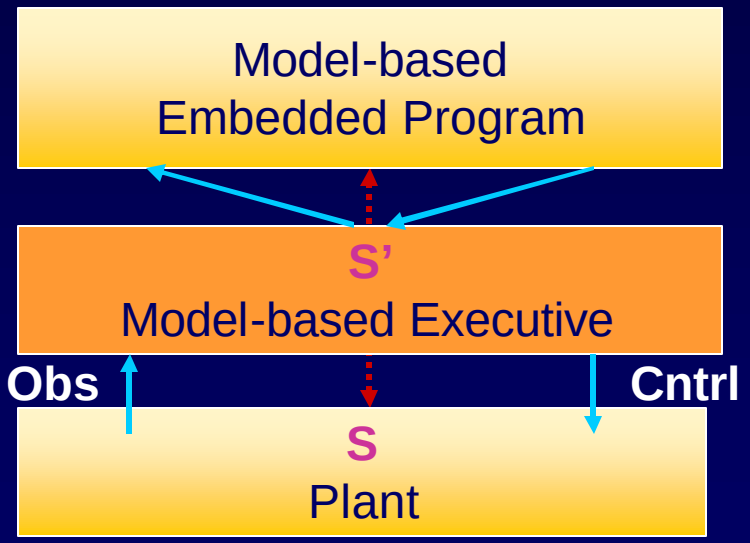
- Read sensors
- Set actuators



Programmer must map between state, sensors, and actuators.

Model-based programs interact with plant state:

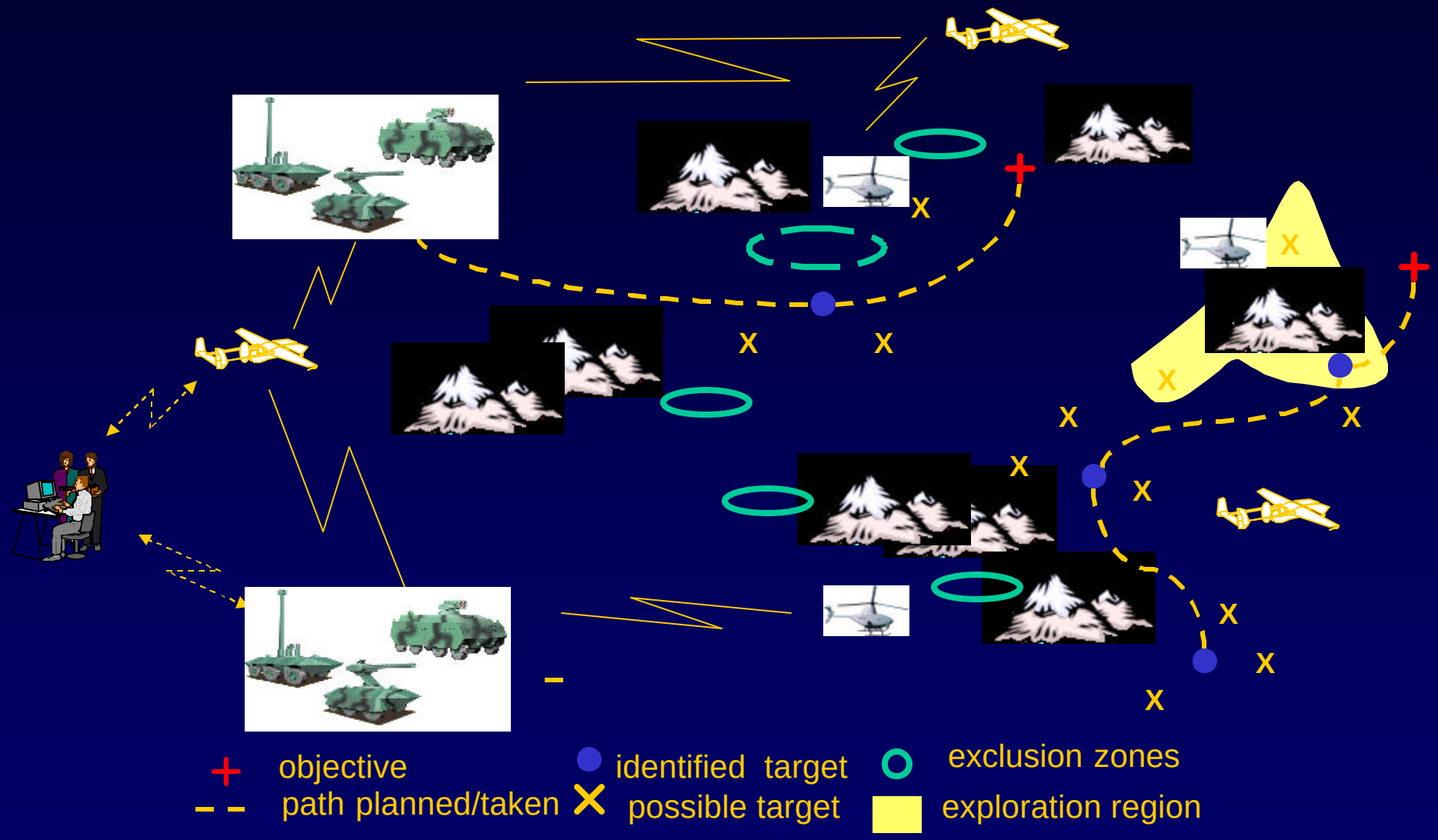
- Read state
- Write state



Model-based executive maps between state and sensors/actuators.

Requires: Propositional SAT engine in reactive loop

DOD: On To Cooperative Systems



Reactive Model-based Programming Language, v 2.0

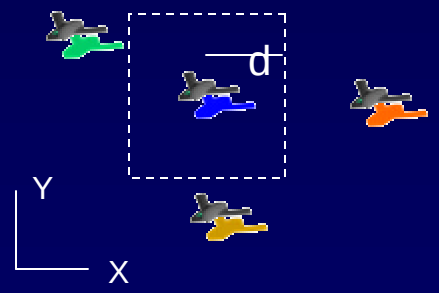
- Cooperative Programs
  - Specify team behaviors as concurrent embedded programs.
  - Introduce redundant options with decision theoretic choice.
  - Introduce timing requirements between activities.

- Model-based Executive
  - Plans and schedules options at the scale of seconds.
  - Continuously searches for optimal plans
  - Monitors execution and replans.

Requires: hierarchical planning and scheduling in reactive loop

Reactive Model-based Programming Language, v 3.0

- Cooperative Programs
  - include goal destinations and flight dynamics
- Model-based Executive
  - plans trajectories and detailed control actions.



$$x_{ip} - x_{iq} \geq d$$
$$\text{or } x_{iq} - x_{ip} \geq d$$
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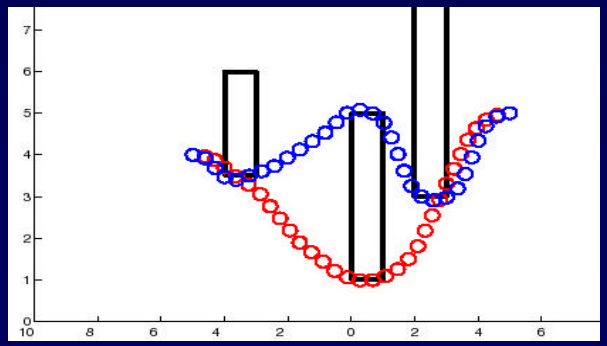
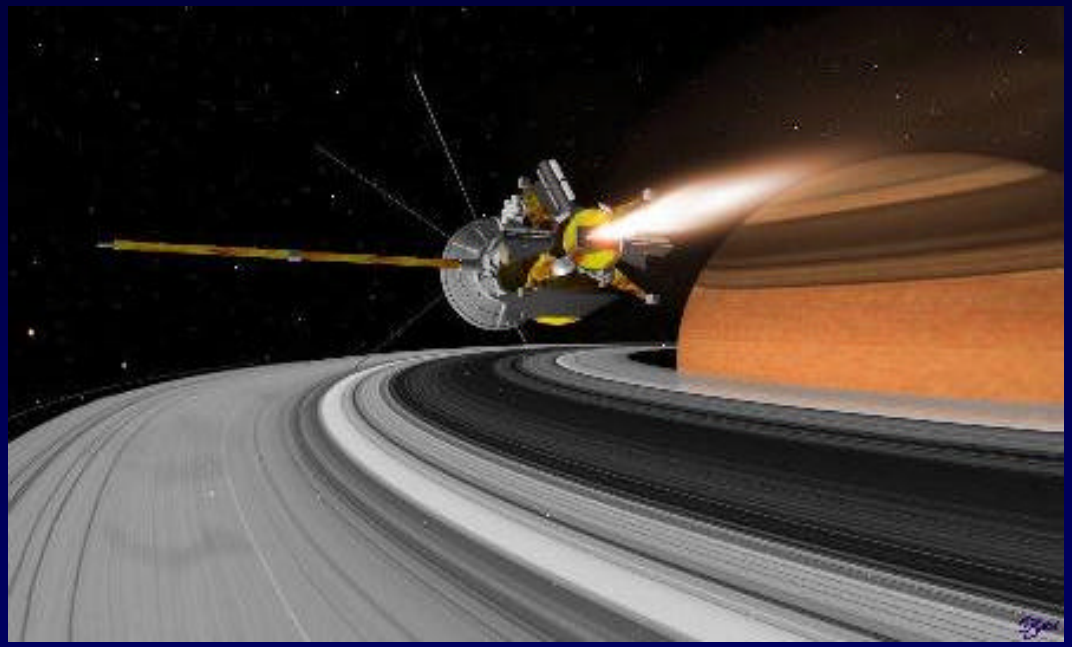
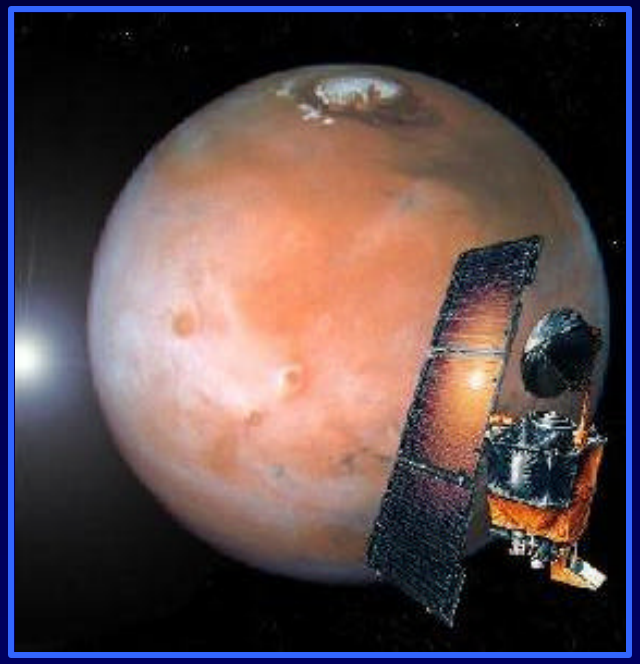


Requires: kino-dynamic path planning and mixed integer/linear programming with in the reactive loop

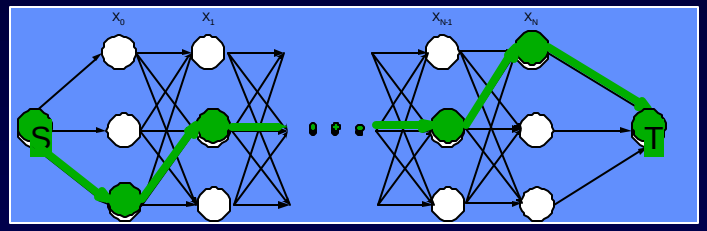
Embedded systems need to anticipate the seemingly unlikely





Reactive Model-based Programming Language, v N.0

- Model-based Programs
  - same as before



- Model-based Executive
  - tracks unlikely system trajectories.
  - extracts statistically significant trends from noise.
  - checks future safety of most likely trajectories.
  - validates plans against likely failures.
  - plans contingencies and prepares for them.

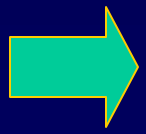
Requires: hybrid mode estimation, model checking, Bayesian inference…with in the reactive loop

Summary: Embedded Flight Software

Programmers of embedded systems:

- Don’t like reasoning through interactions and failure.

➢ Embedded languages should do this for you.



We should fold extensive reasoning into our online interpreters and compilers